

MilATARI LIMITED EDITION

Volume XII Issue 7 July-August 1993 The Newsletter of Choice for Milwaukee Area Atari Enthusiasts since 1981

MilAtari Ltd.

PO Box 14038

West Allis, WI 53214

MILATARI LTD. BBS

24 hours a day, 365 days a year
Serving members since 1981

414-476-9229

300/1200/2400/9600 BAUD
Now running at 9600 Baud
with
Practical Peripheral
PMsa Modem V.32/V.42 bis

Open to the public

Featuring National Networking



**Plan to give
time to GenCon
Aug 18 to 22**

Inside this Issue:

PRESIDENTIAL REPORT

Dave Glish

**MilAtari Annual Picnic
August 14 --Cannon Park
Food and Refreshments &
Games**

GenCon Update: Michelle Gross

ST PD Update: Dennis Wilson

ST Supplemental Update: Bill Janutka

MAC & BLUE ATTACK: Bob Garlock

HiSoft C: David Landskron

NEW P.D. FILE LISTINGS

**This Month:**

General Meeting

Saturday, June 19 - Noon

Greenfield Park Lutheran Church

1236 S. 115th St

July meeting on July 17 - Noon.

Executive Board Meeting

(All members invited)

Sunday, July 25 - 7:00 p.m.

Shakey's

96th & National Ave.

President announcement :

Continued GenCon planning

Committees, & Volunteers

GenCon Job descriptions

Membership

MilAtari is open to all individuals and families interested in computing. Annual dues are \$22 per membership and includes a one year subscription to the Limited Edition, access to the Publications Library, and allows purchases from all Public Domain Libraries and the Resale Shop.

Meetings

MilAtari Meetings are usually held on the third Saturday of each month at Greenfield Park Lutheran Church, 1236 S. 115th St. The doors open at noon. Members socialize during the initial hour while browsing through the libraries. Purchases can be made from the PD offerings and club and/or member sale merchandise. The current PD selections are demonstrated during the milling period, followed by the business meeting at 1:00 p.m. Special helps and classes available afterward.

MilAtari By-Laws**Section XII, Article 1**

Piracy of legally copyrighted software, hardware or documentation is hereby recognized as illegal and a detriment to the goals of MilAtari Ltd., and shall not be sanctioned by MilAtari Ltd.

MilAtari Ltd.
The Milwaukee Area Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Elected Officers

President	Dave Glish	784-9053
VP - ST	Ed Newman	628-2556
Treasurer	Bruce Rahlf	483-0464
Secretary	Joe Mengel	784-9053

Appointed Officers (Chairpersons)

BBS Sysop	Richard Dankert	246-3087
Editor	Andy Learner	225-9971
Special Events	Armin Baier M.D.	774-1673
Software Libr.	Dennis Wilson	546-0282
Copyright Libr.	David Deeds	466-3036
Membership	Rick Janowski	647-2750
SIG	Help Wanted	
GENCON	Michelle Gross	628-4435
Publications	Linda Heinrich	421-2376

Assistants and Notable Volunteers**The Distinguished**

Sysop Asst.	Carl Verbanac	453-3940
ST Suppl.	Bill Janutka	543-7609
MAC PD	Bob Garlock	529-4263
Diagnostics	Bill Rupp	691-3780
Kid's Korner	Chuck Dahms	257-3040

The Limited Edition is published by and for members of MilAtari Ltd. Opinions expressed herein are those of the individual authors, and do not necessarily reflect the opinions of MilAtari Ltd., its officers or advertisers, none of which are affiliated in any way with Atari Corp., except, of course, where otherwise noted.

The Editor gladly accepts submissions by mail, on floppy disc, sent in ASCII (preferably) or any other standard word processing format using absolutely no formatting within the doc, as in tabbing, indenting, centering, bold, italics, etc. For information on placing ads, contact the Editor. Submissions may also be made through either MilAtari BBS in the "Newsletter" room or file sig.

All of this publication is produced on Atari Mega computers and printed on an SLM 804 using Ditek's CALAMUS. Newsletter office hours are variable. The Editor has an answering machine, and questions may also be answered by Dr. Armin Baier, or on MilAtari BBS in the Newsletter room.

**PRESIDENTIAL APOSTROPHE**

by Dave Glish

Much has happened in our club this last month. A few people have decided to leave the club, or resign their volunteer positions, due to some differences of opinion. It's a shame when people put personal agendas and personality differences over the needs of the club.

Lee Musial has resigned as Special Interest Group (SIG) Chairperson. Mary Elvin has decided to leave the club and therefore will no longer be running the snackbar. They have decided to take this drastic step because Mary was not going to be asked to participate in GENCON as the Lynx Administrator. Andy Learner will be resigning as Newsletter Editor this fall. All three of these people have made valuable contributions to our club and their talents will be missed. I hope in the future they will reconsider and decide to become active again.

Life goes on and so must MilAtari. I now have two positions to fill and I am looking for volunteers. The descriptions for the SIG Chairperson and the Newsletter Editor will be included at the end of this article. Each of these jobs is an appointed position to the Executive Board of MilAtari and gives the person a vote at the Board Meetings.

Some Desk Top Publishing background is required for the Newsletter Editor position. We are currently using Calamus, but the editor has the

option of choosing the type of Atari program he/she prefers. The SIG Chairpersons main job is to find interesting programs for the general club meetings.

GENCON is now only one month away. According to Michelle Gross, our GENCON Coordinator, Atari should be lending us the same equipment that we used last year (ST's and Lynx's). It doesn't look like Atari will be able to supply us with Falcons for a Super MidiMaze ring (Oh well, maybe next year). There will be a sign-up sheet at the July meeting for people interested in helping at GENCON. The hours for GENCON are as follows. Thursday through Saturday: 8:00am till Midnight. Sunday: 8:00am through 5:00pm. We need to man all of our areas during these hours. Help will also be needed for set-up the day before and tear-down Sunday evening.

Remember Atari is a volunteer organization. Give some time. Try it, you'll like it.

Job description for the SIG Chairperson. The Special Interest Groups (SIG) Chairperson shall be responsible for organizing SIGs at the monthly General meetings and at any time or place approved by the Executive Board. 1. He/She shall be responsible to recruit SIG leaders. 2. He/She shall

(continurd on page 12)

The Mac & Blue Attack

by Bob Garlock

LOOKING FOR A DEAL..

Owning a home computer system means different things to different people. Some use for business, some for games, some for school or like me, all of the above. The reason we select a Computer Brand is based upon many variables such as cost, availability, software, service, etc. One thing I've really missed with the Atari is my weekly Saturday trek to the computer stores to check out the latest software and most importantly, check for any bargains. As the software stores dried up my treks became fewer and fewer. The closing of The Computer Software Store on Oklahoma was the last straw. It wasn't any fun to browse the stores seeing all that software I couldn't run.

Buying Mac software to run on the emulator is very tricky. Try asking the Mac software sales guy if this package will run on the Spectre. That will be good for a few grins.

After I got the IBM I went back to my Software Trekking. It was great. New software, new hardware and most important I could run anything. After the last meeting I stopped by Egghead software to check it out. I wasn't really planning on buying anything, but, they had a sale on game software of 50% off. All I could think of was CHARGE IT! Now I know why God made shopping women's favorite sport. I must of had that same look of ecstasy on my face.

I picked up three new flight simulators, no big surprise. The first was SVGA Air Warrior for \$20. This is

the flight simulator that you can use on GENie. I also picked up F-15 Strike Eagle III for \$25 and A.T.A.C. for \$5. There's always something nice about finding a deal on something you were thinking about buying anyway.

FATHER'S DAY THOUGHT..

The most important thing a father can do for his children is to love their mother.

STRIKE COMMANDER..

A follow up on last month's promise. This game was a little disappointing. My machine is a "FAST" 386-33. That means it has the fast ram, a hardware cache, software cache, good video card, and fully optimized memory manager. This game does have great graphics but to achieve any reasonable flight model you have to turn them off. You really need a fast 486 machine to really enjoy this program. I turned on max graphics to see what it can do and it is really awesome. They have combined bit mapped graphics with polygons to make the best of two worlds. Cities look like cities right down to street lights. You can see individual squadron markings on the enemy planes as well as bullet holes if your good enough to hit him.

The game play itself is good and it has an interesting story. It takes place in the future where governments have pretty much given up power to the major international corporations. Differences in company policies are handled by hiring mercenary

continued on page 11

ST Public Domain

Dennis Wilson

ST PUBLIC DOMAIN DISKS TO BE ADDED TO THE LIBRARY IN JULY 1993

MilAtari Ltd. St Public Domain Library Disks are available at the meeting at a price of \$1.75 per disk for Disks 1-300, which are single-sided, and \$3.50 per disk for Disks 301 up, which are double-sided. All disks are available through mail order for an additional \$.50 per disk. Special package prices may also be in effect at club meetings for certain disks or quantities of disks. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd. Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful. The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced. These disks are made available for sale at the the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge on the club BBS. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK 431 - BOOT DISK

A selection of accessories and programs for the AUTO folder on your boot disk. This disk is a stand-alone, ready-to-run disk, with all AUTO folder programs in an AUTO folder on the disk.

DISKSPCA: An accessory designed to graphically show disk usage. While designed primarily for Hard Drives it is capable of including the statistics for floppy drives connected to the system. The program will show graphically the size of the hard drive and the amount of space in use on that graph by the use of bar graphs. The graphs are overlaid in such a way to allow you to see the percentage of free space available on the drive. **DYNARAM1:** Dynaram V1.01 is a small program, that once run from the desktop, or auto folder, dynamically displays the amount of free memory at the top right corner of your screen. **EDI_UTIL:** Edison Utility - An accessory which is a combination mouse accelerator, screen saver, and custom file selector. The program menus are in German, but are easy to figure out. The screen saver is nice, it being a fireworks display where the fireworks burst into either light bulbs or Atari Logo displays. **HANGMAN:** Hangman - An accessory version of the game. Currently there are only three categories of puzzles: 1) Cinema (most likely a movie title), 2) Personalities (usually a movie star, but can be any well known person), and 3) Locations (such as theme parks, or famous locations from around the world). You can only guess seven wrong letters before you will be "hung". You are not penalized

(continued on next page)

ST PD

continued from previous page

for guessing a letter which you have guessed previously, the game will simply issue warning.

JURASSIC: Jurassic Park - A Degas compressed picture of the Jurassic Park logo (The dinosaur head in a circle with "Jurassic Park" under it). This picture is loaded into Superboot upon booting this disk. Rotating, or "flashing" of the picture has been added. **KEY_SHOW** Wollis Key Show - A little accessory which shows the layout of the keyboard. **MARROW MARROW** is a small auto folder utility that allows you to use your mouse instead of the cursor keys from within almost any program. If you are using a word processor you may scroll up and down a document by simply moving the mouse up and down.

MDISK694: M Disk V6.94 - An accessory which provides: 1) A sizable removable multi-function ramdisk, 2) A floppy disk copy program (with virus detection logic), 3) A floppy disk load/save program, 4) A hard disk backup/restore program, 5) A PS/2 compatible floppy disk formatting program, and 6) A boot sector virus destruction program.

NOSEY II: Nosey II - A text finder program. An accessory which lets you search up to 5 files at a time for an up to 26-character search string. Wild cards and file masks supported.

SAVERI: A folder with 6 Extend-O-Save screen saver modules designed for use with Warp 9 version 3.7 or above. You must have Warp 9 in order to use these screen savers. These screen savers should work on any ST/STe or TT machine in low, medium, high, TT medium and TT high modes. They should also work on Moniterm monitors.

SUPERBOOT: Superboot V8.1 - Superboot is an Auto folder and accessory loader. Version 8.1 fixes some bugs in Version 8.0. If you have a boot disk with version 8.0 on it, you can just copy these files over the old ones to have a Version 8.1 boot disk.

TIMEDRV: Time Drive - An Auto folder program which displays the time and current drive and data direction in the upper right corner on medium or mono screen. If you have an internal clock card it will also set the time.

DISK 432 - UTILITY DISK

CALLFIX: CallFix - A program which allows some old software to run under newer versions of TOS. Some programs use illegal tricks, which cause the computer to crash when run on newer versions of TOS. If you get a crash when you run an old program that used to work, and you have a new TOS, CallFix may be for you. Try running it, then when it exits try running the problem program.

DSP: DSP - A Digital Signal Processing program which allows you to create high pass and low pass digital filters, and use them to process digital information. The program was written to try to get rid of that annoying "warp drive rumble" that seems to be in the background of all Star Trek TNG audio samples.

TLINK40: Trip Link V4.0 - A BBS program which started out as an on-line game program. In the documentation, the author complains how other programs will not let a user do something else in the background, so I guess this program does that. An unusual feature is that if you hook up a PC running Windows to your ST with a null modem cable, this program will let you transfer programs to or from the PC. It is like having a little mini local Network.

(continued on next page)

(continued from previous page)

DISK 433 - GAME DISK

OBSCURE: The Obscure Naturalist - A graphic adventure. Some commands are "T" to toggle between 40 and 80 column mode, "Oops" will restore game position prior to last input, "Ramsave/Ramload" will save or load Ram, "Text" for text only mode, "Graphic" draws the picture, and "Commands" prints instructions at any point in the game.

SUPRPOLY: The Super Polyscope turns your Atari into a \$1000-dollar lava-lamp! It just bounces along, changing size, direction, and color in a whirl of cyclic color animation. You've probably seen something like it, but the Super Polyscope gives you control of the working variables so that you create a wide variety of effects on-screen. You can alter the size of the step between each printing of the figure, the way the figures are drawn, the animation palette, even create your own! Just the thing to play with after your fingers go numb from playing your favorite arcade game.

TORTUREI: Torture - A demo of a cute side-view, scrolling game with what appears to be an emphasis on puzzle-solving, rather than shoot-em-up. No instructions with this one, so you're on your own with figuring it out.

DISK 434 - GAME DISK

GALAXIAN: Galaxian - A arcade game somewhat like space invaders. Your objective is to destroy waves of attacking Galaxians by moving your cannon left and right and firing. The Galaxians will sit in formation above you, and you can pick them off. Beware - You can only fire one shot at a time. Your next bullet will not reappear until your last one has disappeared. Also, the Galaxians become more and more aggressive as the waves proceed. They will break formation and swoop down on you as they attack.

LOV: Legends of Valour - A demo of a role playing game on the order of Dungeon Master, with a first-person view. No documentation file with this one, but but you can figure out most things with a little experimentation. For example, there are 2 buttons, "Where is", and "What is". Pressing "Where is" gives you a menu selection. Clicking on "the market square" gives an answer of "59 poles westward". One button causes your character to punch out at whatever is in front of him, while another gives an overhead view of the map.

STOMP: Stomp - A overhead view game where you jump your character over rows and columns of blocks on the screen. The blocks have letters on them. The objective is to build the word "Stomp" either horizontally or vertically but in reading order to pass to the next level. Move blocks by holding fire. You can't change direction in mid air! Mines located on some blocks will only explode when you leave (jump off) them.

DISK 435 - GAME DISK

MINSW.E: Minesweep V2.131 - The idea to develop MINESWEEP resulted from the author playing the Windows program Minesweeper. It is a puzzle, or someone might call it a trial of patience. You have to find the hidden mines, which are scattered over the whole playground. You may choose between different levels, which differ in the number of mines or the size of the playground.

POLARIZE: Polarize - A side-view, scrolling arcade game. Your character is Rambo-type guy with a machine gun. The aliens have set up a shield around the Arctic keeping the rest of the world away, including the Armed Forces. Only one known man was

(continued on next page)

(continued from previous page)

at the newly built Arctic Armory before the shield was unleashed. That one man is you! Stop them before they steal our water supply and polarize the Earth. Works on TOS 1.4, but may not work on TOS 2.06.

ROBIN: Robin Hood Legend Quest - A demo of a side-view, scrolling platform-type game featuring Robin Hood. The game takes place inside of a castle. Other than that, you're on your own, as there is no documentation file.

Dennis

GEN CON Update

We are now in the final stages of preparation for GEN CON '93. This year's event promises to be the best ever, with the addition of Science Fiction Saturday, a virtual reality gaming arena, and a two day comic con featuring top artists, writers, and personalities from MARVEL and Wizard. Star Trek personality George Takei, better known as Mr. Sulu will be a special guest Saturday.

As always, we are in need of volunteers to help run our gaming area. For those of you willing to donate a mere four hours, a four-day pass good for admittance to all the above described events, and more, will be waiting for you at the computer gaming registra-

tion area. Anyone new to the club who is not familiar with the location of MECCA, or does not know where the computer gaming area is located should give me a holler.

Volunteers are needed to watch and assist players as they compete at Midi Maze, kill time in our open gaming area, or try their hand with the LYNX. You need not be an advanced computer enthusiast to participate. As always, any and all proceeds from GEN CON go to the club.

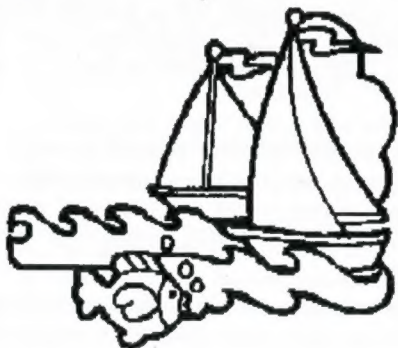
All members who are willing to put in some time should call me. I am preparing a schedule now, so I will be able to tell you when you are needed the most...

See you at GEN CON!

Michelle Gross

GEN CON Coordinator

1-628-4435



Hoist your sails and set your course for the September Issue of the Newsletter. Write an article.

Armin

Don't miss THE GAMING EVENT OF THE YEAR!



**The 1993 GEN CON®
Game Fair
MECCA Convention
Center, Milwaukee, WI
August 19-22, 1993**



Special guest:
George "Sulu" Takei

**BE
THERE!**

- ✓ **Over 1,000 games:** computer, video, arcade, virtual reality, multi-player network, military, strategy, board, miniatures, role-playing - you name it!
- ✓ **Hundreds of game tournaments** and \$10,000 in prize giveaways!
- ✓ **More than 100 game makers** exhibiting their hottest new releases!
- ✓ **New in '93 - Science-Fiction Saturday** featuring *Star Trek* and *Star Fleet* events and special guest, Mr. Sulu... George Takei!
- ✓ **Special appearances** by celebrity guests: Tracy Hickman, Margaret Weis, R. A. Salvatore, Rich Berg, and dozens more!
- ✓ **Marvel Comics mini-con**, fantasy art show, game auction, costume contest, film festival - and for the **18,000 gamers attending**, that's just the beginning!



CALL NOW for MORE
INFORMATION:
Sandy Kinney at
(414) 248-3625, ext. 424

OR SEND YOUR NAME AND
ADDRESS TO:
**GEN CON® Game Fair
Registration Dept.
P.O. Box 756
Lake Geneva, WI 53147 USA**

GEN CON and THE GAMING EVENT OF THE YEAR are registered trademarks owned by GEN CON, Inc. © 1993 GEN CON, Inc. All Rights Reserved.

MILATARI LTD.
returns to present
THE MOST POPULAR
gaming event EVER!!!



- ☺ Fast Paced
- ☺ Novice Level
- ☺ 16 Players per Round
- ☺ 1 Hour Rounds
- ☺ Tournaments begin every hour on the hour, and on the half hour



Tournament play is for one hour and requires an advance ticket. Generic tickets honored if there are open seats at the beginning of each round. Advanced registration with the MazeMaster in the Computer Concourse is required to schedule your one-hour round within the GEN CON® Game Fair time slots. Prizes will be awarded every tournament round. As always, the decision of the MazeMaster is final.

Midi@Maze is a trademark of Hybrid Arts, Inc.
The Atari Logo is a registered trademark of Atari Corp.
GEN CON® is a registered trademark of TSR, Inc.
The MilAtari logo is a trademark of MilAtari Ltd.,
the Milwaukee Area Atari Users Group, Est. 1981.

ATARI
All computer equipment
courtesy of ATARI Corp.

Mac & Blue Attack

(continued from page 4)

groups to get your point across. Your surrogate flies for a mercenary group and you have to find jobs, buy weapons and planes, and execute the missions. Overall a nice game, I just need a faster machine.

MONEY..

The man that said two can live as cheaply as one doesn't have two kids in school.

GAME MACHINES..

I'm really glad to hear Atari has announced their new game machine. I hope it takes off. I always believed that in this market you got to jump ahead of your competition not just follow it. That's why the ST was so great when it was introduced in 1985. Compared to DOS machines it was light years ahead. That's why the Falcon will have trouble. It only tries to duplicate what other computer systems have had for years.

My son has a color ST system and an 8-bit Nintendo in his room. Even though he has plenty of games for the ST he prefers the Nintendo. I have decided that the dedicated game machine is just easier to play. Just pop a cartridge and go. The computer just requires more work and most of the games require more setup and thinking. I guess kids just like the mindless hop and jumps. If the new Atari really does offer something new it will go far.

The July Disks...

IBM

This is the "TOP GUN" of P.D. flight

sims. You pilot a corsair in an amazing 3D virtual reality world of death and destruction. Mission number one is a real killer. Military intelligence reports a concentration of enemy forces three miles west of Dulles airport. A complete instrument panel shows air speed, altitude, attitude, throttle and more. Armed with missiles, cannon and bombs the flight model has realistic flight parameters and even a rear mounted TV camera to check six. The enemy uses smart missiles and ground based anti-aircraft guns to blast you from the sky. You must try and destroy the force field generator of the wicked space aliens. Heavily damaged you land in a nearby meadow. Pressing the transponder button you leave the plane and head out on foot after the generator. After planting a bomb, you race toward the rescue van just appearing on the horizon while detonating the bomb. The next mission will not be so easy.

MAC

MORMONIDS FROM THE DEEP VER. 1.25

An adventure game of all those thing you tell your kids to avoid. Probably rated PG-13 but does have some funny lines. It takes a satirical approach on most moral values. If you're not a prude and won't be offended easily, check it out.

MAC PORK BARREL

A simple little game that pokes fun at politics. Very harmless. Actually a waste of time just like real politicians.

Bob

The Problem with many computer program instructions and/or manuals is not what is presented or said, but what is not said; namely the variations and what to do when one reaches a cul du sac and can't back out or find a solution.

Armin

PRESIDENTIAL APOSTROPHE

(continued from page 3)

by Dave Glish

be responsible to ensure that SIGs topics include the hardware configurations and areas of interest that is represented by the current membership. 3. The SIGs Chairperson shall be responsible for scheduling the time and location of all SIGs with the aid of the Vice President who will secure the room. The time, date, and location of all SIGs shall be posted in the club newsletter and/or the official Club Bulletin Board.

Job description for the Newsletter Editor. The Newsletter Editor shall be responsible for the editing, printing and distribution of a monthly newsletter to all MilAtari Ltd. members, to be delivered prior to the General meeting. He/she will receive any and all materials to be considered for review or publication including other user group newsletters as may be received on

an exchange basis. 1. The Editor shall be responsible for the acquisition, implementation, and approval of advertising in the newsletter, and shall be responsible for turning over monies received for same to the Treasurer on a timely basis. 2. The Editor shall arrange for the expeditious exchange of newsletters with other desirable Atari user groups and shall be responsible for setting policy with regards to same. 3. The Editor shall be responsible for turning over exchange newsletters to the Publications Librarian on a timely basis, in accordance with the direction of the parties involved. 4. The Editor is charged with maintaining a high standard of quality as to the content and appearance of the newsletter to such degree as is financially possible. As the newsletter is the official publication of MilAtari Ltd., the Editor is hereby directed to make all possible efforts to output a newsletter consistent with state-of-the-art desktop publishing technology.

Dave

WHAT I'VE READ IN THE RAGS

At least eight (8) new computer chips are entering the market. Compared to the earlier eight (8) bit chips running at 6 and 8 MHz some of these 64 bit chips will run at 150 and 200 MHz. And not of lesser importance they may use less current thus creating less heat. It is said that the Pentium chip has 3.1 million transistors on its silicon wafer and is only slightly larger than one half inch square. And still it is not as compact as the circuits in our brain.

Armin

ST Supplemental P.D. Disks

by: Bill Janutka

DISK S093 UTILITY, HSC140 (DS, IMEG)

Heat and Serve C (HSC) version 1.40 is a modified version of Sozobon C which has been customized by Ian Lepore. This C compiler has a number of improvements over Sozobon C such as English speaking error reporting, a desktop friendly MAKE utility, a smarter search for files in the absence of PATH= information, several ANSI features like concatenation of adjacent string literals, an improved TOP optimizer, and a compiler controller that knows how to use a ramdisk to hold intermediate files to name a few. Installation of the compiler can be done on floppies or on the hard disk is made easy by the install program which prompts you for the installation steps you wish to take. A full explanation of the actions of the install program is contained in the install documentation. HSC can be used in either the command line or the GEM environment. The size of the compiler and supporting files is 580 KBytes. In addition the documentation is 512 KBytes. An example file of source code is included to help teach C programming as well as to show the use of the compiler. This disk is a good choice for both the experienced and the neophyte C programmer.

FOR SALE

1040 ST w/ monochrome monitor \$300

SUPERCHARGER: IBM EMULATOR w/ power supply \$125. Included DOS 5.0 & all disks for operation.
Call Linda 421-2376

ADVERTIZING RATES FOR MILATARI NEWSLETTER:

Advertizing for members of MilAtari is free. Ads must be renewed monthly. Commercial rates with page-ready copy are as follows.

	Once	SixMonths	Year
Full Page	\$15.00	\$80.00	\$150.00
Half Page	10.00	55.00	100.00
Quarter Page	5.00	25.00	55.00

Contact the Editor of the MilAtari Newsletter or any of the officers for details and arrangements. This newsletter is distributed to over one hundred and twenty (120) one our mailing list.

HiSoft C Interpreter

by David Landskron

A software package to program C Language programs by MichTron Inc. I reviewed Hi Soft C Version 2.01 Copyright 1989. The interpreted C language has been devised to make program development easier than using a C compiler.

Hi Soft C comes on two single sided disks with a 330 page manual and a warranty registration card. The manual contains a overview of using Hi Soft C, a tutorial on writing C, a tutorial on using C to write GEM routines, a chapter of 460 library functions, and six useful appendixes. I began by transferring the files to one double sided disk, and printing the "Read.Me" file. Next I booted the HiSoft C Interpreter and viewed the drop down menus. My main reasoning was to check the ease of exiting the program and filing (all very easy).

After reading the overview, the tutorial with exercises appealed to me. I began reading about the language and its functions. Soon an exercise was given. I wrote a short program and ran it. Wow! only two hours into C and I've already written and ran a successful program. Not as bad a language as others have claimed. The down side is the C language is heavily endowed with syntax which caused me several program errors before I

completed exercise 11. The best feature was the in depth explanation of the programming exercise answers in the appendix (extremely helpful; it even provided extra useful programming info). The interpreter also had descriptive error codes, but they don't appear if the present input values do not run some branches of a program.

The tutorial discussed language statements, functions, variables and strings. It also explained loops for: while, for, do, switch, and subroutine loops. Notice a lack of capital letters, well! the C language doesn't use them. Last the tutorial discussed the use of arrays.

Another nice features of the interpreter was its use of the file selector. It also has a Insert/Merge file and a Macro command function which I've not used.

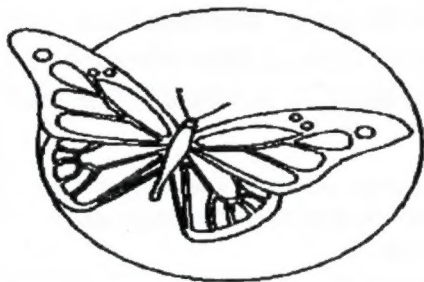
Be aware that C is much closer to Assembly language than Basic. The programmer has to program many tasks that are done automatically for you in Basic or Fortran.

HiSoft C Interpreter is an excellent programming system with no observed bugs. I can't wait to try the second tutorial on programming GEM windows and dialog boxes. I highly recommend HiSoft C to anyone interested in getting familiar with the C language. Available from Oregon Research for \$99.95 (on special thru July for \$59.00).

(continued in next Issue)

David

**Nothing is
accomplished
unless one plans
and persues it.**

**MILATARI LTD. BULLETIN BOARD**

Your official source of club news and information

**Want to see YOUR name in PRINT? Add your
NAME to this list of phone VOLUNTEERS TO
ANSWER COMPUTER PROBLEMS**

The following MilAtari members have offered to answer your computer questions and problems. Often the best procedure and method is to put the questions on the MilAtari Bulletin Board. (414-476-9229). If you have no access to the BBS or the trouble shooter is unavailable on the BBS, these volunteers have offered to try to answer you question by phone. Please be courteous & make your calls before 10pm, unless otherwise arranged:

Chuck Dahms	(414)-257-3040	Atari Games, and Puzzles of all kinds.
Lee Musial	(414)-462-7557	WordWriter, ST Writer, DataManager ST.
Andy Learner	(414)-255-9971	DTP software and Hardware Problems for Atari and Macintosh Computers
Carl Verbanac	(414) 453-3940	MilAtari BBS, and help finding PD disks
Dennis Wilson	(414) 546-0282	PD Disks problems and general Atari and PC knowledge.
Dave Glish	(414) 784-9053	with GENie, and many software programs
Armin Baier	(414) 774-1673	WordWriter, DataManager ST, SwiftCalc
Michelle Gross	(414) 628-4435	DTP with PageStream or Calamus
Dave Landskron	(414) 111-1111	Basic Lang.- GEM& GIF Pics & Viewers

MilAtari would like to add YOU to this list of Volunteers who would be available to answer questions regarding hardware and software prob-

**Don't be a Solitary
Atarian.**

Be a MilAtarian who shares his knowledge, problems and solutions with his colleagues. The club was formed to help everyone interested in computers.. So join in the discussion, write article of your experience, recommend new methods. There is no better way to get the most out of you MilAtari club.

Armin

**I'm up a tree!!**